EDU 420 Group Lesson Plan Template

**Names of group Members**: Nicole Genua

Meghan Sundburg   
**Lesson Title:** What will I be When I Grow up?

**Subject Area(s):** Economics

**Grade Level:** 3rd

**Time Required (in classes):** 30 minutes a day for a week (including presentations)

**1. Standards**

NETS.S Standards (2007 Standards for Students)

**Creativity and Innovation**

1. Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:
   1. Apply existing knowledge to generate new ideas, products, or processes.

**Research and Information Fluency**

1. Students apply digital tools to gather, evaluate, and use information. Students:
   1. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
   2. Process data and report results.

**Digital Citizenship**

1. Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. Students:
   1. Advocate and practice safe, legal, and responsible use of information and technology.

**Critical Thinking, Problem Solving, and Decision Making**

1. Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources. Students:
   1. Identify and define authentic problems and significant questions for investigation.
   2. Plan and manage activities to develop a solution or complete a project.

**Communication and Collaboration**

1. Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. Students:
   1. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

PA State Academic Standards

* 1. **6.5.3.A:** Explain why people work.
  2. **6.5.3.B:** Identify different occupations

# 2. Learning Objectives

# Students will be able to:

1. Explain why people have jobs by creating a graphic organizer on *Inspiration*.
2. Create a detailed PowerPoint about an occupation of their choice.
3. Demonstrate their understanding of the job by presenting their PowerPoint to their class.
4. Participate in a jeopardy game assessment to show they understand many different occupations.

**3. Materials**

1. Computers
2. Inspiration Software Inc.
3. PowerPoint
4. Jeopardy Game
5. E-mail

**4.Instruction Procedures** (use narratives to describe the procedure)

Introduction:

Teacher will show a video about being a dentist.

<http://www.youtube.com/watch?v=Cl97FCNTbVo&feature=related>

Then the teacher will ask students to brainstorm other jobs they have heard of.

Teaching Content with Technology

1. Teacher will use technology to teach why people work. The teacher will brainstorm with the class while using *Inspiration Software Inc.* on the computer to create a graphic organizer that is displayed on the overhead.
   1. When students raise their hand to give a response of why people would have a job they will come to the computer and type it into the graphic organizer.

Engaging Students with Technology

1. Students will be engaging with technology while taking an online test to figure out a possible future job.
   1. <http://www.youniverse.com/quiz/careers>
2. Students will be engaging with technology while they research about a job that they believe they will be good at. They will find out:
   1. The time a person in that occupation has to wake up for work
   2. The time a person in the occupation gets home from work
   3. A summary of a person in the occupations day
   4. Character traits of a person in this occupation
   5. Images of a person working at this occupation
3. Students will be able to use the following links:
   1. [www.Wikipedia.com](http://www.Wikipedia.com)
   2. [www.kids.gov/](http://www.kids.gov/k_5/k_5_careers.shtml)
   3. [www.khake.com/page64.html](http://www.khake.com/page64.html)
   4. Any other approved websites
4. Students will be engaging with technology as they prepare a PowerPoint of what they learned to show the class. The PowerPoint should be:
   1. Attractive
   2. 4-7 minutes
   3. Colorful
   4. Contain at least two websites the student gathered information from

Assess Student Learning with Technology

1. The teacher will assess the PowerPoint the student presents.
2. The teacher will create a Jobs Jeopardy Game on [www.Jeopardygames.com](http://www.Jeopardygames.com).
   1. [www.Jeopardylabs.com/play/occupations4](http://www.Jeopardylabs.com/play/occupations4)
3. The teacher will break the children into groups of four to assess student learning with technology.
4. The students will actively participate in “Jobs Jeopardy” by playing an actual game of jeopardy.
5. The groups of students will get points when they get a questions correct.
6. The teacher will be able assess student learning by observing how they do with identifying each profession.

**Closing**

Students will be required to write an email to the professor explaining if they would or would not like to have the job they presented after learning all about it.